



# Montana Referee Committee

The Build-Out Line:

7 v 7



US Soccer has introduced the **Build-out line** for the u9 and u10: 7v7 games to encourage the development of play out of the back.



### **Build-out line**

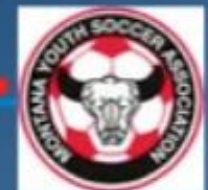
**Only impacts the game in three situations**

- 1. When the goalkeeper has possession of the ball**
- 2. For goal kicks**
- 3. For determining a player's offside position.**

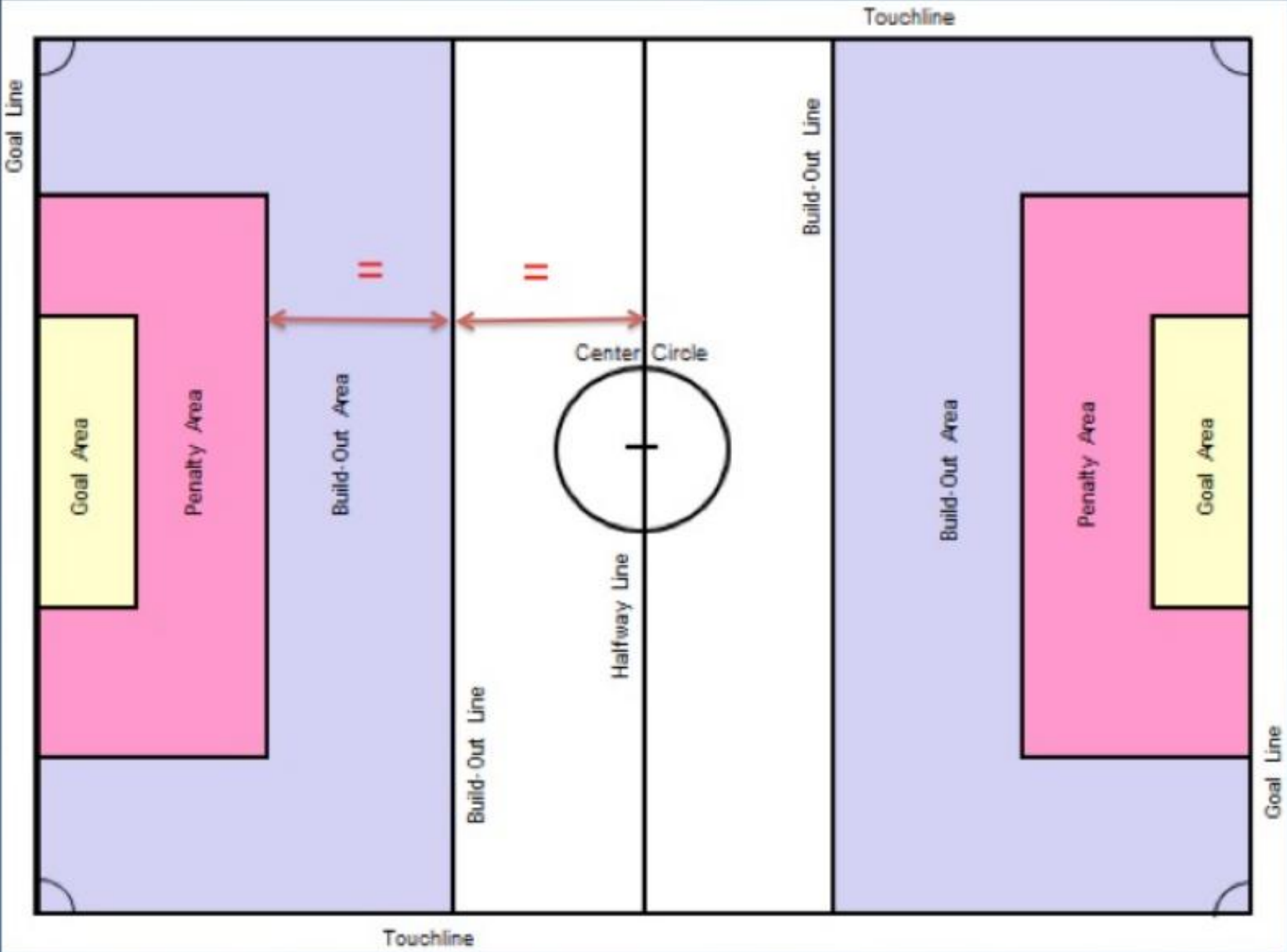


## The Build-Out Line

The build-out line will be used in U9 and U10 games: any 7v7 match

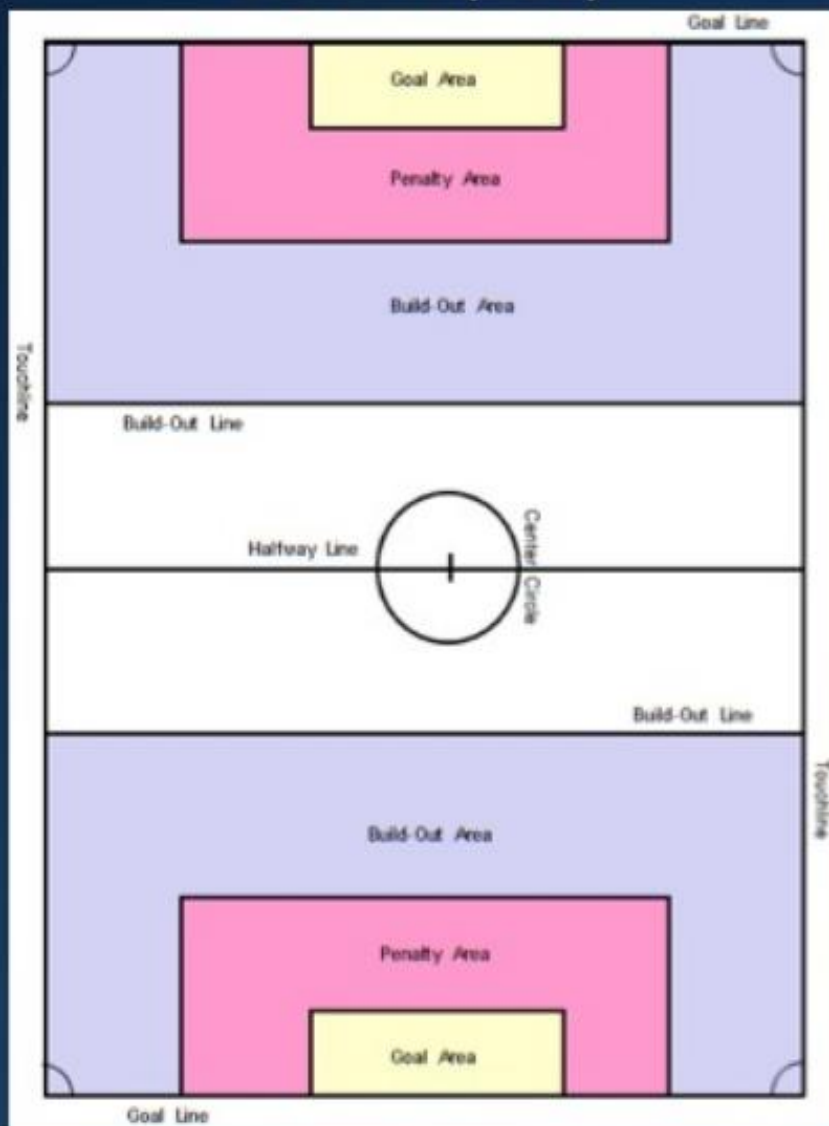


# THE FIELD OF PLAY



# Build-out line (7 v 7)

U9 & U10 (7 v 7)



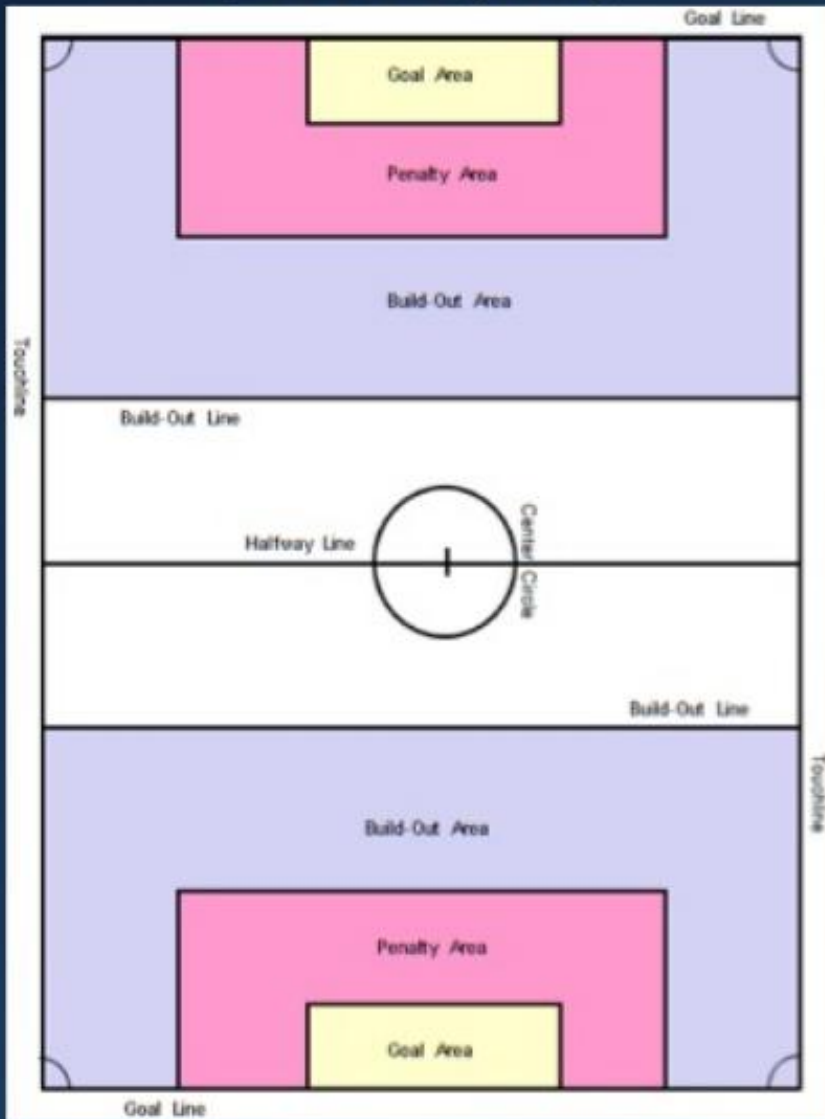
## Drop Off

The opposing team must move outside the **Build-Out Area**:

- 1) on all goal kicks
- 2) whenever the goalkeeper gains possession of the ball with their hands during play.

# Build-out line 7v7

U9 & U10 (7 v 7)



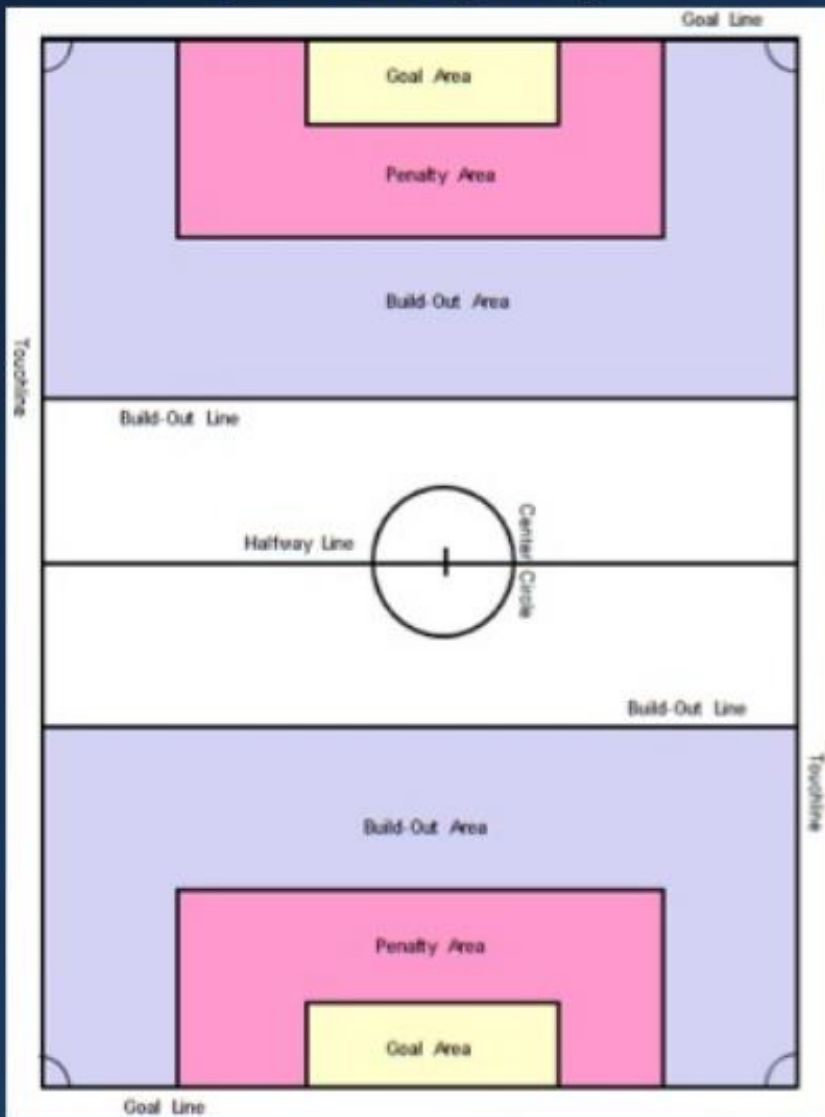
## Build-Out Areas

The opposing team must remain outside the **Build-Out Area** until the ball is put back into play.

- On goal kicks the ball is in play when it leaves the penalty area.
- On goalkeeper possession the ball is in play when:
  - 1) the ball is placed on the ground and kicked or
  - 2) the goalkeeper releases the ball by either throwing or rolling it into play.

# Build-out line (7 v 7)

U9 & U10 (7 v 7)



## 6-Second rule:

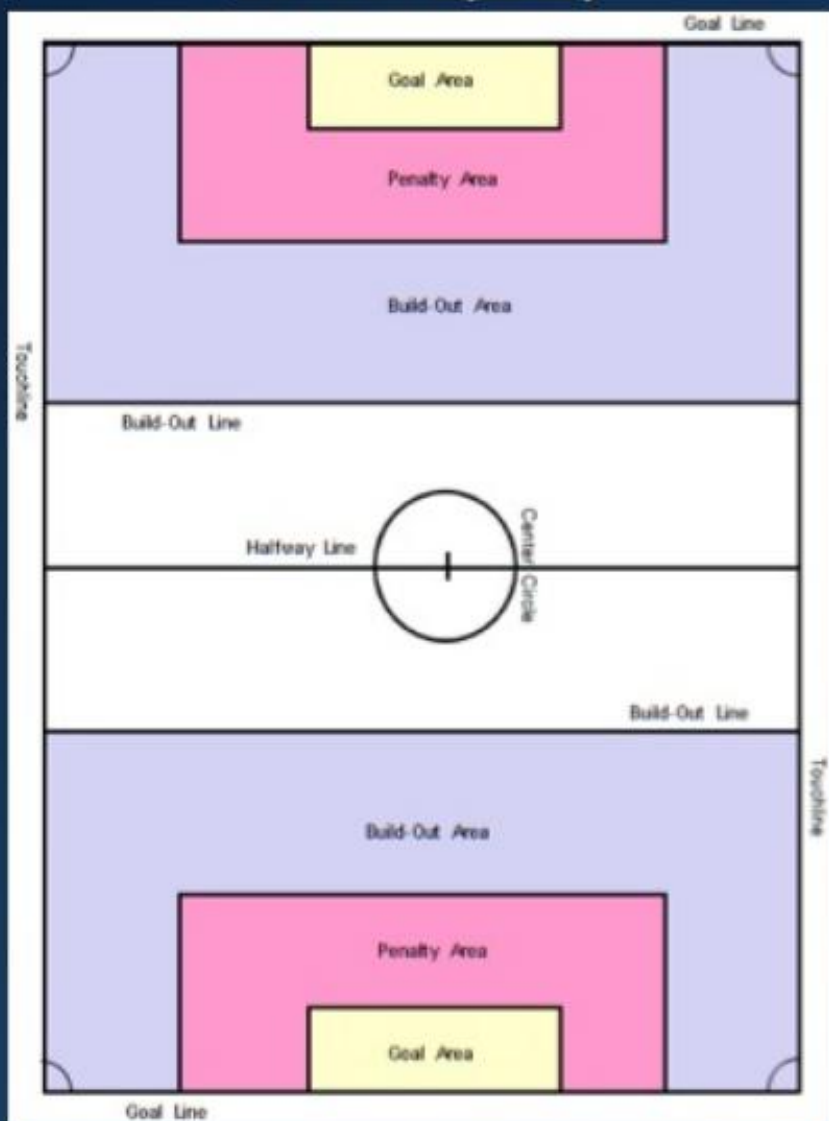
The referee should not start the 6 second count for the GK to release the ball from hands until all opponents have moved behind the Build-out line.

Coaches should address players who are slow to retreat not officials.



# Build-out line (7 v 7)

U9 & U10 (7 v 7)

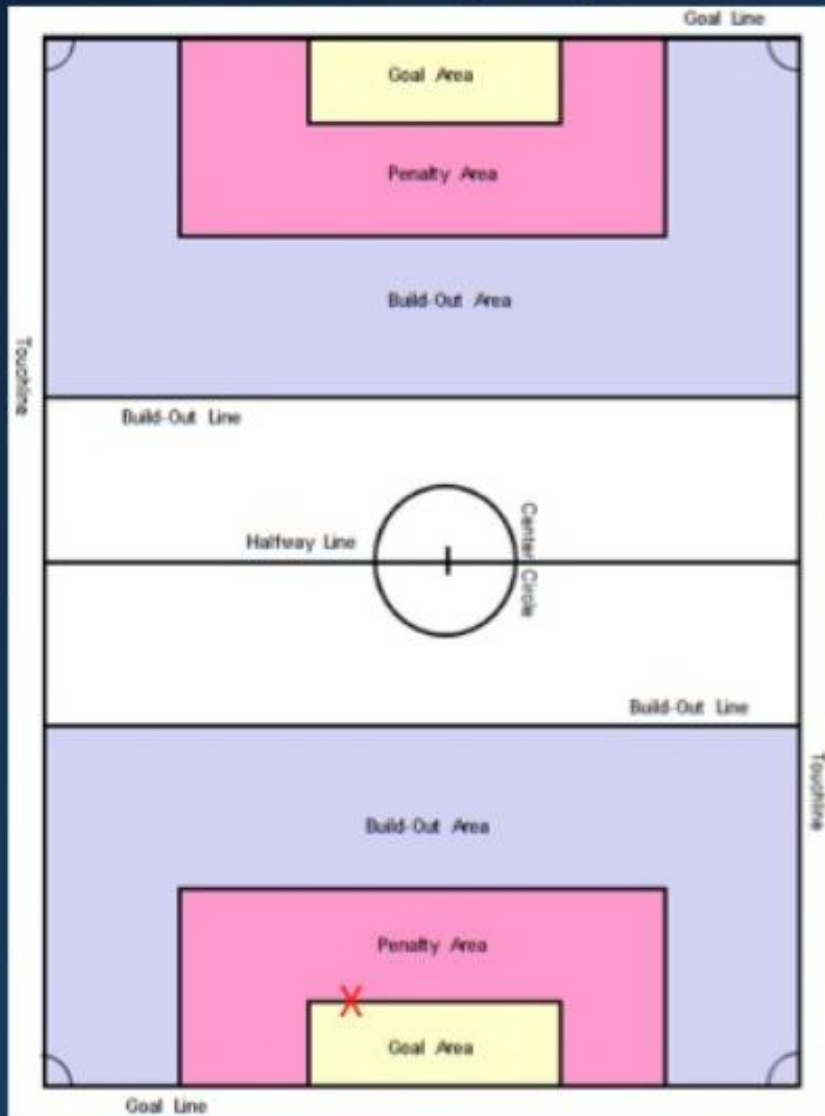


## GK Quick restart:

The GK can put the ball in play before the opponents have retreated, accepting that normal play resumes for all players.

# No Punting or Drop Kick by Keeper (7 v 7)

U9 & U10 (7 v 7)

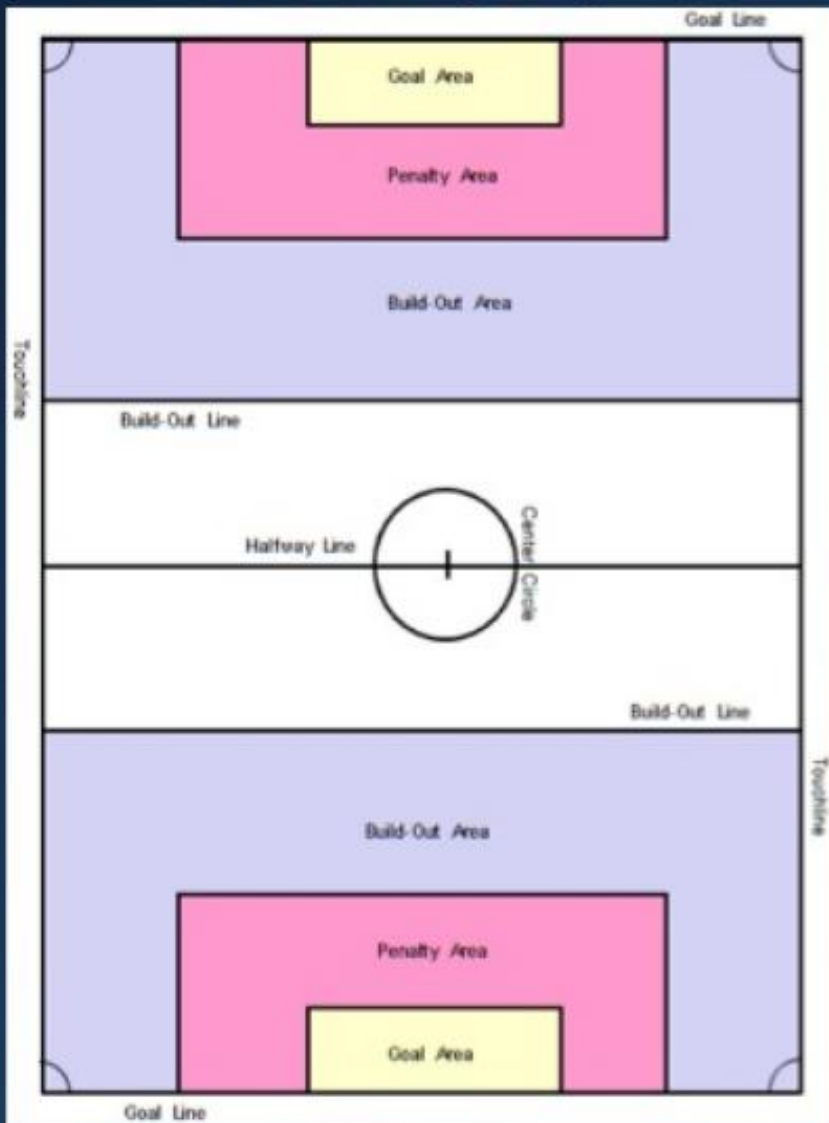


## Build-Out Areas

Goalkeepers are **not** allowed to punt or drop-kick the ball as this would defeat the purpose of the **Build-Out-Line**. Restart is IFK at spot of offense (or pull out to goal area line)

# Offside (7 v 7)

## U9 & U10 (7 v 7)



## Build-Out Areas

## Offside

Attacking players are in an offside position only when they are in the opponent's **Build-Out Area**.

The **Build-Out-Lines** are used as the offside lines, therefore no offside offense can occur between the two **Build-Out-Lines**.

## The Build-Out Line

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### Summary...

- **Goal kick** : opposition may not enter build-out zone until ball has left the penalty area
- **GK possession with the hands**: opposition may not enter build-out zone until GK has released the ball from his/her hands. Six Seconds starts after opponents are behind build-out line.
- **No Punting or drop kicks by the Keeper.**
- **Offside**: only enforced inside the build-out area.

Attacking may choose to take restart quickly/release ball from hands **BEFORE** opposition has had a chance to clear the build-out zone!

If this happens, opposition should not pressure the ball until they have first cleared the build-out zone



## The Build-Out Line

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When a violation occurs...

1. Halt play with a whistle
2. Verbally tell the opposing team to retreat behind the build-out line
3. Restart as you originally were
  - Goal kick: Retake restart from original position
  - GK possession: return ball to GK's hands to throw or roll ball on restart whistle

Repeated violations at U9/U10...

No cards for this if we can avoid it at U9/U10

On third or fourth occasion by the same player and on any subsequent violations by the same player, request that player's coach to substitute him or her out of the game to explain the rule.



If a goal keeper in a 7v7 match wants to put the ball back in play quickly by punting it before the opposing team is behind the build-out line, they can.

A) True

B) False

If a goal keeper in a 7v7 match wants to put the ball back in play quickly by punting it before the opposing team is behind the build-out line, they can.

A) True

B) False

A player can not be offside if he or she is between the build-out line and the middle field line.

A) True

B) False